
"FRONT MISSION 5"
~ Scars of the War ~
original Soundtrack
Music Composed, Arranged & Produced by
Hidenori Iwasaki

フロントミッション5

FRONT MISSION®

—Scars of file War~



"FRONT MISSION 5"

-Scars of the War

ORIGINAL SOUNDTRACK

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Hidenori Iwasaki





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LINER NOTES

Thanks to you, Front Mission 4. Front Mission Online,
Following that, I was also in charge of composing Front Mission 5.
As a synthesizer operator myself, I am grateful to have been given such a great opportunity.
Now for 5 this time • When I read Mr. Saegusa's scenario for the first time, I felt, oh! Life and death of one human being. The theme was huge, and the production was very specific from the very beginning. I also felt that I had to create a proper theme for the music, more than ever before. For half a year, I watched over my father's struggle with illness. After his death, many things happened at once, such as the funeral and the construction of the base. Through that process, I experienced firsthand what it means to be happy when one person dies. It's not a coincidence that the theme of human life and death came to me.

(You've been a little sympathetic, haven't you?)

The feeling of wanting to draw the scenario thoroughly from the music side was stronger than ever.
Suzu made all the scenes by himself.

I was allowed to do it all the way down to the exact timing of the sound.
It's a natural thing to do that much, but when it comes to making a game, it's a huge project.

I think there is a power balance between people.
(Laughs) It was a field I hadn't been able to do before, so it was a good opportunity. The order was for 45 songs. (laughs) Before I knew it, I had made over 80 songs.

However, it is work in a limited time every time.





As for myself, I would like to think a little more before submitting it, but I have to deliver it. Under the circumstances, it was days of repeating conflicts. (No, it was really self-deprecating.) Mr. Yamanaka, a synth operator, kept up with my selfishness until the end. Starting with Morgan's theme, he also participated in arranging some songs with his own rhythm. During the last two months, Mr. Fukui joined us and provided us with six good battle songs.

With Mr. Atsushi Nakamura, the sound effect artist, as we proceeded with the opening, we talked in detail about how the music and sound effects would work together in an unprecedented dimension. I was greatly inspired by his greedy attitude to make good works. Tamai-san's presence in the final mix of the event scene was also a big factor. Without fear of misinterpretation, this time, from the point of view of making purely high-quality music, it may be said that dissatisfaction remains. But on the other hand From the point of view of the production effect, I think that I was able to put a lot of effort into it. Can you say it's a big failure? In any case, it is a fact that it was a big turning point for me.

What is human life?
I think one of the answers is included in Front Mission 5. Before release, as one of the creators, I want many people to play this game.
I really hope that you can feel something."

Lastly, I am grateful that someone like myself was able to contribute to such a big work.

2005-12-5 Hidenori Iwasaki





Hello, my name is Tamai.

I was the director of **FrontMission5 ~ Scars of the** War- (hereinafter FM5).

The FM5 soundtrack will be released on January 25th,

Mr. Iwasaki asked me to come out to such a big place like this. It's December 5th, 2005.

I'm writing this on the 8th floor of my company in Shinjuku. The current FM5

development team has already completed the development itself, and will put out a trial version for an event at the end of the year.

The person working on John, the person packing for the next team transfer

There are people who shred confidential documents, people who are on vacation, and so

on. It's December and most of the staff will be on the eve of a long vacation, so there's

a very relaxed atmosphere that seems like a lie a little while ago. This lazy air that has finished making one,

Once you experience it, it becomes a habit. After a little more time passes, I feel a great sense of regret, saying things like, "You should

beat that place..." and "I don't need that." And now, FrontMission5 **~Scars of the War~.**

It's a matter of course, but sound is one of the most important elements in a game, and the quality of

the game can vary greatly depending on how good or bad it is.

When the development of FM5 was decided, I heard that Mr. Iwasaki would be in charge of the previous work, FrontMission4.

I remember being very happy. Normally, Iwasaki-san seems like a wonderful older brother with an

academic atmosphere, but he really understands the world of Front Mission.

They think more passionately than anyone about ``how to liven up this scene", and they think

positively about things like ``deliberately turn down the music and raise the sound effects".

The FM5 songs and sound effects created by him and Mr. Nakamura, who is the

sound effect player, are a clear distinction from the game sounds that just make you cry.

Whether you have not played FM5 or have already completed it, please

experience for yourself how the songs recorded here are used in

conjunction with the sound effects and images in the main story. .

Shintaro Tamai

(FRONT MISSIONS ~ Scars of the War ~ Director)







Memories - Story keywords in Front Mission 5 ~ Scars **of the** War ~.

Despite the fact that all living things possess this shapeless vagueness, It has a very strange manuscript that is not compatible. That's why the individual can keep the original, but this work starts with the theme of what will happen if this absolute domain is violated. memories and thoughts If you can continue to be yourself even if your emotions are taken away, there may be something other than matter that makes up a person. The human brain has a capacity of only about 10 terabytes. It is hard to borrow that the essence of people is contained in this, Until the day when the analysis progresses in the near future and all of this inviolable area is exposed, I would like to expand my imagination and wait for an answer.

-——Well, put aside that. How about a popular tsundere story about being scolded by a superior officer who is younger than you and has hidden glasses? From the beginning of the project launch•Director Tamai!•Military! ", but **the result is as you know. Recently, I haven't been blessed with the opportunity to write sci-fi works.**

"In the military!" became "In the military" tone "?

In the end, I was too enthusiastic, saying, ``If you look at it with an open mind, it feels like it's military." I'm sorry to all the fans who have lost the profound worldview of the FM series.

Please use that memory as fertilizer for 1Q Terranoite.

Speaking of memory, when ordering the theme of the Raid Unit—— I see. Do you like folk music, Mr. Iwasaki?

Well then, the theme of the raid unit is like the BGM of the coalescing bank scene in the mouth-pot anime. 20% melancholy with a melody • A cool and hot-burning guy. Oh, please don't forget the militaryist."

—— I can't forget the way his eyebrows turned eight when he was happy.

Is this memory that important?

Hiroyuki Saegusa

(FRONT MISSIONS ~ Scars of the War- Scenario)







"FRONT MISSION 5"

~Scars of the War-

CHARACTER & WAP

Character designed by Yusuke Naora




--Hector Reynolds
Randy O'Neill
Edward Collinc

EXPLANATION

Text by Hidenori Iwasaki

Except
DISC-20, 22, DISC2-24, DISC3-2, 6, 9
Text by Kenichiro Fukui
DISC3-21 Text by Masayoshi Soken

Disc 01

01. Children of the War

Music & Arrangement: Hidenori Iwasaki

I tried it. A chorus of voices is played at each key point in the story However, I believe that this has made it possible for **me** to improve. However, it is not that there was originally an idea to create

I thought that it would be better if there was a Kiyoide Josei, but after almost all the compositions were done, there was a possibility that I would be able to summarize Front Mission 5 as a whole . Finished with a clean image. I wonder if there is a propaganda element as well.

02. Island of Hope Music & Arrangement: Hidenori Iwasaki |•Square Enix's logo is lifted up•I want to jump into the game screen, isn't it? is displayed independently, and the game starts after it goes dark. The music is an image of peaceful Huffmans. It was adjusted to the timing of the film, so the size may be disputed. Were the horns in the melody actually used in 4?

adopted.

03. Invasion

Music & Arrangement: Hidenori Iwasaki

This is the final mix of the song, the sound effects, and the dialogue. The part where the melody comes together is the skein and timing of the sound effects. I'm sorry, I changed my configuration at the last minute. You can't beat the music that goes with the video!! the intro That's the reason why it's so big.

04. First Conflict Music
& Arrangement: Hidenori Iwasaki This
is the last scene of the opening scene. In order to make **the**
dialogue more lively, I tried to change the tone of the voice with a low tone. The thundering thunder is coming out with the tone of this song.

05. Purpose
Music & Arrangement: Hidenori
IwasakiThe video scene that appears when you press the start button. I wondered if I could produce something that left a lasting impression. instrument.

06. Guardians of the Peace

Music & Arrangement : **Hidenori Iwasaki**
It's all about the same, but it's not too complicated. (In the scene of Glenn's death, the same melody is played throughout the whole story. I've kept it firmly here as well. (laughs)

07. A Soldier's Scars

Music & Arrangement: Hidenori Iwasaki
This is the theme of the game's final event. Mr. Ohori, a sound programmer, played the clarinet.

bottom.

8. Basic Training Music
& Arrangement: Hidenori Iwasaki I chose
this method from that point of view. The route is G all the way because I was fully committed to the drone. However, Mr. Saegusa pointed out that if bug vibes are added to the obstacles of the game, the world view will be recognized .

09.Downtime

Music & Arrangement: Hidenori Iwasaki
This is one of the few built-in sound source songs in this time. To convert the snare hula so that it doesn't sound like a lie.To Mr. Yamanaka, the synth operator
I'm asking you to play in the lake.

10. Red and Blue Stars

Music & Arrangement: Hidenori Iwasaki

and **=USN** Hl. I'm looking for a thimble, majestic and airy atmosphere.

11. Patrol

Music & Arrangement: Hidenori Iwasaki

Chord for 4 times. It is an abstract thing that can be interpreted in any way depending on the situation. I don't think it's all that much, but in the conversation scenes in the game, it's like the broth in a soup, and it's like a soup stock (laughs).

12. Stratagems Music & Arrangement: Hidenori Iwasaki This is also an internal song. Since the narration of the mission is lost, it does not get in the way of the mission. It's funny because I was in the early days.

13.War of the Titans

Music & Arrangement: Hidenori Iwasaki

This is our main theme. I think that it was a line rhyme until it arrived at this melody at the beginning of development. It's the first time I've seen it. If you save the date on the file on your computer , it will be marked **as !'battle'!** (laughs)

14. Victory

Music : Hidenori Iwasaki /Arrangement : Norihito Sumitomo

This is a full orchestra. It's a + fanfare, but it's Kenzawa. I arranged for Sumitomo. If it's only live music, it's a game I thought it lacked power, so after the timpani and horn It has been reinforced with wood.

15. Recollections Music & Arrangement: Hidenori Iwasaki

Originally positioned as Glenn's theme, the same melody is used in the scene where Glenn walks up. No John.

16.Contact

Music & Arrangement: Hidenori Iwasaki

There wasn't much tension, but I was in a situation where an enemy plane appeared. It's been a long time.

17. Mr. Kato

Music & Arrangement: Hidenori Iwasaki

It was an arranged version of Glenn's theme, but since the melody was a bit too lengthy to match the video, I decided to improvise while doing a session with Mr. Akamatsu, the guitarist. This is what happened.

18.Across the Dunes

Music & Arrangement: Hidenori Iwasaki

I was surprised to hear that there was a desert stage. As a folk music lover, I'd like to try out ethnic elements if I can. The instrument is a Middle Eastern instrument called Darbuka, but based on the rhythm of the guitar, it was created by fleshing out the idea of adding a loud gimmick to the delay.

19. Intercept Music & Arrangement: Hidenori Iwasaki Nire also set the timing of the appearance of enemy planes in the same way as contact, but the tension is this one . When creating visual music, melody chords are also important, but tension control is also an important element.

20, **Keepers of Freedom Music & Arrangement: Kenichiro Fukui** was in charge of this, so it's the only mid-tempo number with a melody. The powerful trumpets, as if they were flying through the air, will give a boost to the battlefield.

21.Scramble

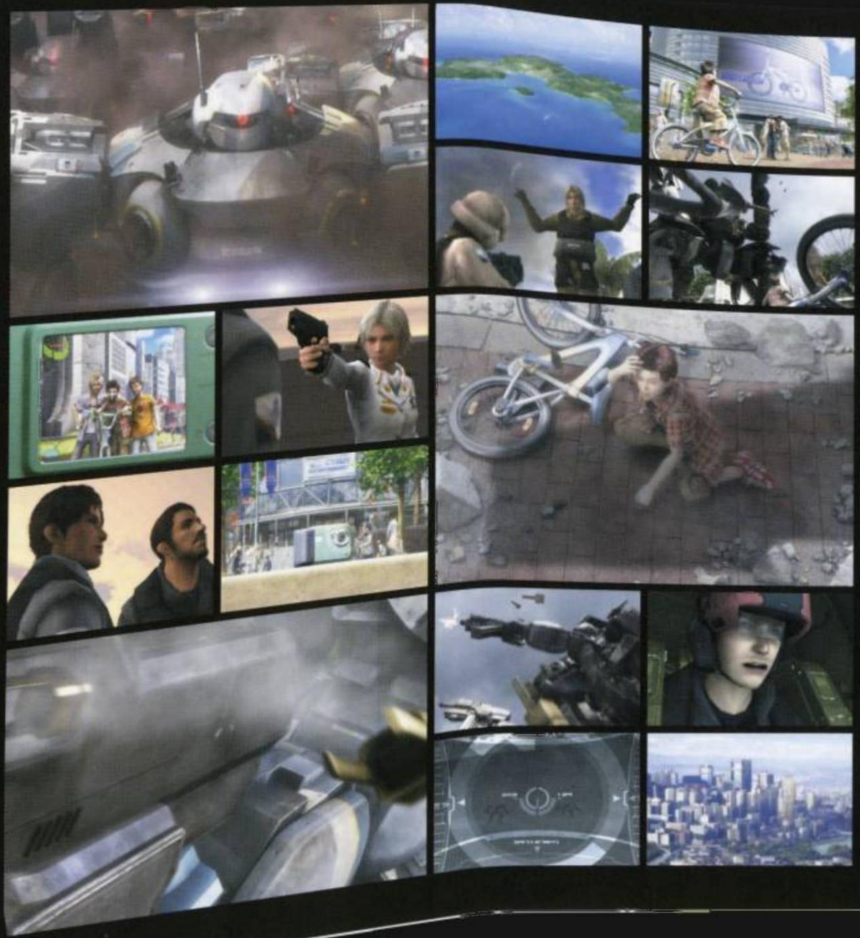
Music & Arrangement: Hidenori Iwasaki

It's an image of the tension before dispatching.

22. Under Siege Music & Arrangement: Kenichiro Fukui From nowhere, the threat and coercive pressure of an infinite number of people are heard. Yes, I don't want to repeat that phrase.

23. Defeat Music

& Arrangement: Hidenori Iwasaki



24. Lock and Load II Music & Arrangement: Hidenori Iwasaki This is the setup arrangement for "Front Mission 4" . This is I thought it was a monkey, so I tried to use it as a motif again.

Disc 02

01.Listen Up
Music & Arrangement: Hidenori Iwasaki
There's a nice touch of techno, and I thought I'd be hooked on the production scene. I think it has become popular on the scene.

02. For Home and Country Music & Arrangement: This is the arrangement of Hidenori Iwasaki's main theme . I tried to create a tension that would stir up patriotism.

03. Goliath
Music & Arrangement: Hidenori Iwasaki
I was planning to arrange this for the battle. In my image, the strings would play the main role, but Mr. Yamanaka helped me with the rhythm, so it turned out to be a perfect score.

04. Defenders Music & Arrangement: Hidenori Iwasaki War of the Titans ! I've been here several times in PV . Inspired by Fort Monas, this is also based on a patriotic concept.

05.Out of the Blue
Music & Arrangement: Hidenori Iwasaki No matter how many times I watch this series of scenes, I will try to see what kind of approach I will take. That's why I was introduced to the post-recording scene, and after confirming the tension of the lines, **I started composing. J5** 's role of Walter) was painted in the studio. I became very angry at composing.

06. Memoria Ferita
Music & Arrangement: Hidenori Iwasaki
Memoria Felita is **one** of Italy's HT At first, I was going to say, "Ah!"

Since it is a scene, the key word is the joy and motility.
- (HW) I've been here for a long time . There was also Fu Man called memoria **Passata** (memories of the past).

07. Casualties of War Music & Arrangements: Hidenori Iwasaki
Where have you all been?

08. Ode to the Fallen Music & Arrangement : **Hidenori Iwasaki** It's a new scene.

09. Tempered Blade
Music & Arrangement: Hidenori Iwasaki Since I wanted to create a brush that feels like time has passed, let me know! The image is Rocky's world. It's finished in a ugly way. Mr. Akamatsu, the guitarist, had a hard time understanding the first half of the song. It's hard to keep the tempo with thimbles. I've added a plug-in called Guitar Rig this time, so I'm looking for a guitar more than usual.

10. Flight of the Wyverns Music & Arrangement: Hidenori Iwasaki Rin! • Music starts with "Come here." This is one of the most true stories I've ever read. •Finally, by the time I got here, I had a demonstration of Bataan... •Mr. It is a product of The horn glissando always feels good.

11. Mechanized Infantry Music & Arrangement: Hidenori Iwasaki It was a battle with industrial elements. Kimihuku Yamanaka from Syntheoverator! I'm Subai Music!" Akamatsu guitar explodes here as well.

12. Ghost Dog Music

& Arrangement: Hidenori Iwasaki Riku wo Nasu Hector At the same time as being a boss with a cool image, there are also things that are quite third (laughs). I tried to fade the same that combines the cool atmosphere and the third element.

13.Natural Selection

Music & Arrangement: Hidenori Iwasaki

Oh! There's also a jungle stage. This is also a folk music series. It has an experimental feel that shows the essence of folk music. Kalimba explosion.

14. Covert Ops Music

& Arrangement: Hidenori Iwasaki Since the scene is in Southeast Asia, Ghosn and Gamelan are on the rise. Mr. Koguro, an engineer, did the mastering. (smile)

15. Incoming Music

& Arrangement: Hidenori Iwasaki

16. Quicksilver Music

& Arrangement : Hidenori Iwasaki

[Originated from Flight of the Wyverns. I tried to make the melody part easy to understand and simple. This kind of thing is quite embarrassing. The middle 8B Akamatsu guitar is from The **Black Ma&es .** "smile)

17. Revelations

Music & Arrangement : Hidenori Iwasaki

No, this song is creepy. However, the first part of the "**s** device" will be a spoiler, so I will stop here.

18.Muzzle Flash

Music & Arrangement: Hidenori Iwasaki

Night Battle B! Scene. I tried to show the tension of the addictive poison and the tension of **ft.** Stratagems, the concept is close to the tropics.

19. Revelations II Music &

Arrangement : Hidenori Iwasaki The Triangle alone makes me feel like I'm in a fog. Rather than whether the number of sounds is good or not, it is more about the image, Eizou Ikuraku

ÿ What is the most important part? My sleeves have become stronger.

20. R & R Music

& Arrangement: Hidenori Iwasaki .

That's why I was able to get through it quite quickly, but in that way H1 makes me feel like myself.

21. Survivor

Music : Hayato Matsui / Arrangement: Hidenori Iwasaki

Originally I was in FMO (Front Mission Online), but I moved in .5. The quality is Mr. Matsuo from FM3. I like this song so I arranged it.

22. Breaking Limits Music &

Arrangement : Yasuhiro Yamanaka

Arranged by synth operator Waka Yamanaka. Even though the music is an orchestral instrument, **is it just** that it is over the rhythm that somehow reminds me of Kraftwerk ? **Interesting things with Vst plugins i**

He said that he wanted to come because he was late.

23. Last One Standing Music :

Hidenori Iwasaki /Arrangement: Norihito Sumitomo Victory

slow Z<-5*3. This is also a full orchestra.

24.Vision

Music & Arrangement: Kenichiro

FukuiA simulation stage set in a different world from the main story. In addition to the more cyber stage, it is a lively atmosphere.

Finished with cool ambient techno.

Disc 03

01. Ne **M Oubliez Mie Music**

& Arrangement: Hidenori Iwasaki So,

when I was doing a demo for the first time, Mr. Saegusa said , "Mr. Iwasaki, this is so erotic ! **"** •

I won't. (

Giga has become almost mainstream in alna , but there are still more exclusive stories. It is a great color storage.

02. Seek & Destroy

Music & Arrangement: Take Kenichiro Fukui

hostage?!

I'm in the sea

03.Grim Reaper

Music : Hidenori Iwasaki

Arrangement: Hidenori Iwasaki & Yasuhiro

G rim Reaper = Tatte! **Yamanaka .** That's right. **Feri** at ferri in the chorus

I'm playing R, but does anyone know the rhythm?

極悪な部 Mr. Yamanaka gave me this.

04. Ambush Music

& Arrangement: Hidenori Iwasaki I made the

music for a certain scene . Does that mean that most of the performances that make you feel comfortable are the same?

05. Primary Objective

Music & Arrangement: Hidenori Iwasaki

from **MIDAS** . Walter's 話へ -big event

I 'm wondering how to get out of it .

It's one of the things that works when you put it on.

06. Whiteout

Music & Arrangement: Kenichiro FukuiFubuki

Mou Hata no Mission. It's cool and Toatsu

•Finished with sound.

07. Swarm

Music & Arrangement: Hidenori Iwasaki .

08.Iron Demon

Music : Hidenori Iwasaki

Arrangement: Hidenori Iwasaki & Yasuhiro Yamanaka FGrim Reaper] . Originally, the rhythm was BS-like with only the bass guitar and snare.

He made it flashy. Can you hear FeritaoB here too?

09. Accelerator

Music & Arrangement : Kenichiro Fukui

Joining up with his friends.Anxiety of the enemy plane K, feeling of rushing into the Kamamatsu stage, and tension.

I tried to.

10. Engram Music & Arrangement : Hidenori Iwasaki The soprano's voice is very sullen. Keeping peace with the last boss: It's the chorus.

11.Deliverance Music & Arrangement: Hidenori Iwasaki Last Boss. **It's** a situation that can't be helped by the scenario . **The title of the song "deliverance"** has the connotations of rescue and exorcism .

The part that becomes more interesting is due to Mr. Yamanaka.

12. Recollections II Music & Arrangement: Hidenori Iwasaki

It's a theme in the cheek scene, but the scene is meaningful.

13. Angel Wings Music & Arrangement: Hidenori Iwasaki It was played until after his return. I will set it up so that it will open up and defeat it. Rigari cymbals are supposed to be mallets.

I have

14. Always

Music & Arrangement: Hidenori Iwasaki

Rin no Theme . I was the first to be able to do this .

I took Mie . A simple melody, all intended for a sense of relief and femininity.

15.Scars of the War

Music : Hidenori Iwasaki / Arrangement: Norihito Sumitomo Full orchestra + chorus live performance. Glenn, USN, Lynn, Nottle , and I made a medley with the theme of playing a game.

From the beginning to the planner's

I made a big order for Mr. I'm going to play it until the end of the day, and I'm going to create a production that will make people go "Gugutsu • •." Music alone, or even movies alone, would not have such an effect. I believe that there is a sense of unity.

16. A New Beginning Music & Arrangement: Hidenori Iwasaki If there is something, there is something that is rare.

New songs will be played.

17. Memories Music & Arrangement: Hidenori Iwasaki This is the movie mode . The lively color of the clarinet makes me feel relieved.

18.Antechamber

Music : Hidenori Iwasaki

Arrangement: Hidenori Iwasaki & Yasuhiro Yamanaka

Aoi Yamanaka finished the rough parts.

The timbre has Yo Yamanaka's sense.

19.Gladiators

Music : Hidenori Iwasaki

Arrangement: Hidenori Iwasaki & Yasuhiro Yamanaka

Force's **Breakfree** was rearranged by **FMO** to make it more techno. I was.

20. **Basic Training II Music & Arrangement: Hidenori Iwasaki** y Bagpibe version of **Basic Training** IJ. Bugvibe is Mr. Rono House, who was also indebted to **FFCC (Final Fantasycrystalchronicl).**

21.Blue Stream

Music: Masayoshi Soken / Lyrics: Aziz Hinoshita

Arrangement: Masayoshi Soken / DJ: Colin Williamson

Chorus: The Poors

Kya Kya I'm over 30 years old. And it's sober.

22. Gunslinger

Music & Arrangement: Hidenori Iwasaki

I was in the scene where Glenn surrenders, but in the end I didn't.

I did. I wanted to play the bottleneck style, so I gave Mr. Sekito a guitar.

I did.

23. Fifth Front

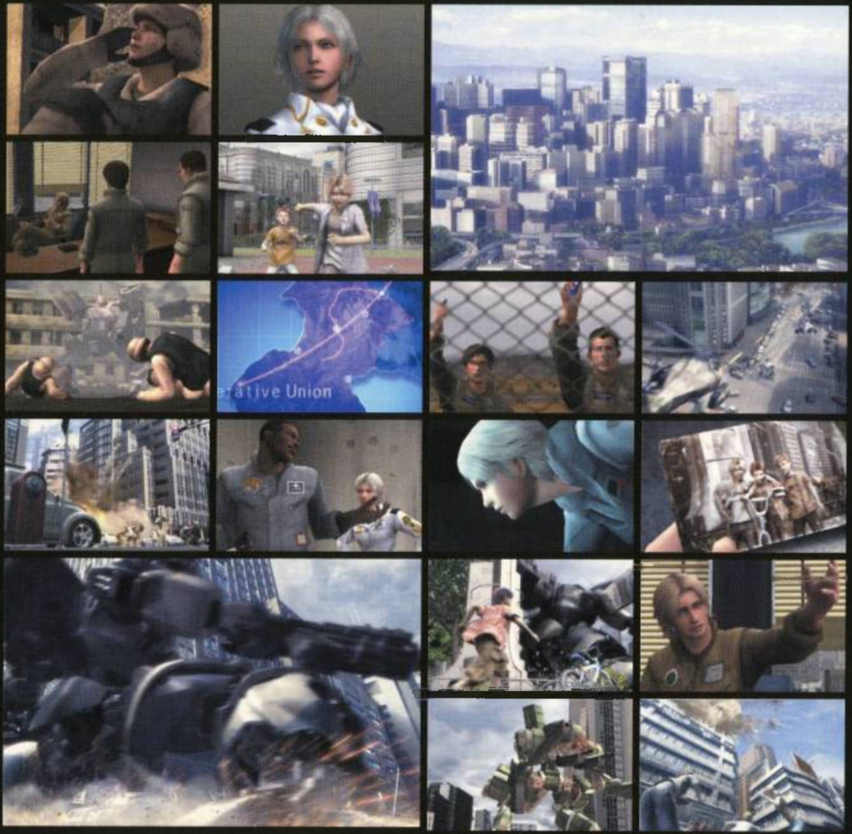
Music & Arrangement: Hidenori Iwasaki

Game Show **PV** I was leaving , Even in **the PV** of

Derived from **the route of the Blue lue .**

The tempo is increasing gradually.




erative Union

MUSICANS

ÿScars of the WarJ fVictoryJ ÿLast One Standing]
Music : Hidenori Iwasaki
Arrangement: Norihito Sumitomo (FILLIN INC.)

Conductor: Koji Haishima / Strings: Miyasaka's Group / Flute: Mitsuru Soma
Oboe: Satoshi Shoji / Clarinet: Kimio Yamane / Bassoon: Masashi Maeda
Horn: Otohiko Fujita, Yasushi Katsumata.Kensho Hagiwara,'Fsutomu Isohata
Trumpet: Koji Nishimura Yoshikazu Kuhÿ. 'Fsuyoshi Hirabayashi
Trombone : Shinji Koga, Yuri Iguchi, Ryota Fujii / Tuba : Atsushi Matsunaga
Percussions : Yuichi Ise / Harp : Tomoyuki Asakawa
Piano : Norihito Sumitomo | FILLIN INC.)
Chorus : MUSIC CREATION

Recording & Mixing Engineer: Etsuhiro Nakamura
Recording & Mixing Studio: AVACO CREATIVE STUDIO INC.

Recording Coordinate: Kazuyuki Doki (REBIRTH INC.)
Arranger Management: Yasuko Endo (FILLIN INC.)

"Basic Trainings
Music & Arrangement: Hidenori Iwasaki
Trumpet: Koji Nishimura, Yoshikazu Kubo, Tsuyoshi Hirabayashi
Horn : Otohiko Fujita, Yasushi Katsumata, Kensho Hagiwara, Tsutomu Isohata

"Keepers of Freedom"
Music & Arrangement: Kenichiro Fukui
Trumpet: Koji Nishimura

IT Defenders”
Music & Arrangement: Hidenori Iwasaki
Horn : Otohiko Fujita, Yasushi Katsumata, Kensho Hagiwara, 'Tsutomu Isohata

“Deliverance”
Music & Arrangement: Hidenori Iwasaki
Chorus: Music Creation

[QuicksilverJ
Music & Arrangement: Hidenori Iwasaki
Horn : Otohiko Fujita, Yasushi Katsumata, Kensho Hagiwara, Tsutomu Isohata
Guitar: Satoshi Akamatsu

"FRONT MISSION 5"

~Scars of the War~

CHARACTER & WAP

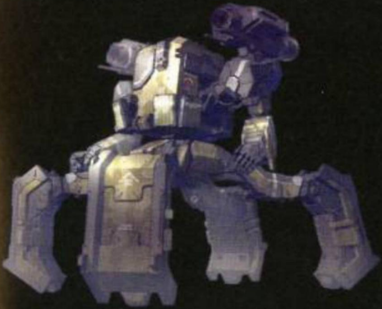
Character designed by Yusuke Naora



Cr



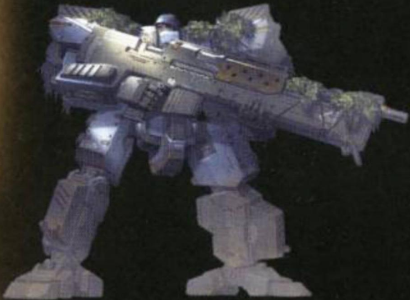
ustacia



Dotmatt



Frost



Kyojun



Numsekar

Music Composed, Arranged & Produced by Hidenori Iwasaki
Music&Arrangement: Kenichiro Fukui (DISC1-2O, 22, DISC2-24, DISC3-2, 6, 9)
Masayoshi Soken (DISC3-21)
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Sound Programmer: Minoru Akao
Sound Tool Programmer: Satoshi Akamatsu

-Musicians
Guitar: Satoshi Akamatsu {DISC1-15,17 DISC2-5, 9,11,16)
Guitar: Tsuyoshi Sekito (DISC3-22)
Ancient Instruments (Bagpipe) : ROBA HOUSE {DISC3-20)
Clarinet: Hitoshi Ohori (DISC1-7)

Mastering Engineer: Yuka Koizumi (Orange)

Jacket Illustration : Yusuke Naora
Art Direction : Tadashi Shimada (Banana Studio)
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